

**2007 WINTER
CITY OF CHANDLER
MEN'S AND CO-REC.
SOFTBALL INFORMATION**

MEN'S AND CO-REC REGISTRATION DATES

Class 1 priority 1 October 29-November 10, 2007
Class 1 priority 2 November 13-21, 2007
Class 2 priority 3 November 26-December 1, 2007

*****Within each class and priority, registration is first come first serve**

START DATE

January 7, 2008

LEAGUE FEES

Fees must be paid at the time of registration. Registration fee and ASA fee must be paid separate. Registration fee can be paid with credit card, money order or cashier's check. All teams are required to pay ASA fee for winter season. ASA fee can be paid by money order, cashier's check or personal check.

Men's Doubleheader League	\$409 + \$20 ASA
Co-Rec.	\$281 + \$20 ASA

COACHES MEETING

Softball Coaches Meeting will be held at the Snedigar Recreation Center located at 4500 S. Basha Road.

A mandatory coaches meeting for all **new** teams will be held on **Wednesday, December 12, 2007** at the Snedigar Recreation Center at 7:30 p.m.

Men's League	7:00 pm	Thursday, December 13, 2007
Co-Rec League	7:30 pm	Thursday, December 13, 2007

PAYMENT PROCEDURE

Payment can be mailed to **Softball Registration, City of Chandler, Community Services Department, Mail Stop 502, PO Box 4008, Chandler, AZ 85244-4008** or dropped off at Snedigar Sportsplex, 4500 S. Basha Rd., in the form of cashier's check, money order, Visa, MasterCard, or AMEX only. **Please make cashier's checks and money orders payable to the CITY OF CHANDLER.** Cash and personal checks will not be accepted for team registration. For ASA fees, we will accept personal check, cashier check or money order made payable to ASA.

LEAGUE PLAY

Men's League Enjoy competing with the company of friends through our Men's Slow Pitch leagues. Three divisions will be offered for Men's doubleheader league that will run for 7 weeks and is followed by a post-season single elimination tournament in which all teams qualify.

Men's C Doubleheader	Mon.	Snedigar Sportsplex
Men's C Doubleheader	Mon.	Snedigar Sportsplex
Men's D Doubleheader	Tue.	Snedigar Sportsplex
Men's D Doubleheader	Tue.	Snedigar Sportsplex
Men's C Doubleheader	Wed.	Snedigar Sportsplex
Men's C Doubleheader	Wed.	Snedigar Sportsplex
Men's B Doubleheader	Thu.	Snedigar Sportsplex
Men's D Doubleheader	Thu.	Snedigar Sportsplex

Men's D Doubleheader	Tue.	Folley Park
Men's C Doubleheader	Wed.	Folley Park
Men's D Doubleheader	Thu.	Folley Park

Co-Rec League Hey co-workers, neighbors and friends, the Chandler Recreation Division is offering Co-Rec softball leagues. Two divisions are offered, "C" intermediate and "D" recreational. Within the "C" division, there are three levels of competition, C1, C2, and C3 and only 1 level in D. The league is a single header league running for 7 weeks with an end of season single elimination tournament that all teams qualify for.

Co-Rec C#1	Fri.	Snedigar Sportsplex
Co-Rec C#2	Fri.	Snedigar Sportsplex
Co-Rec C#3	Fri.	Snedigar Sportsplex
Co-Rec D	Fri.	Snedigar Sportsplex
Co-Rec D#1	Fri.	Folley Park
Co-Rec D#2	Fri.	Folley Park

REGISTRATION POLICY

The City of Chandler offers priority registration to Chandler residents and businesses. Teams with at least 80% of their players who live or work in Chandler are considered Class 1 teams. Class 1 teams failing to register during the priority registration period lose their priority status. Those teams not having 80% of their players living or working in Chandler are considered Class 2 teams. **** Within each class and priority, registration is first come first serve.**

Class 1, Priority 1 Teams

Teams must mail in or drop off a **COMPLETED** roster, league fee, and ASA fee. Incomplete rosters will be rejected and could result in loss of registration priority. The City of Chandler is not responsible for lost, misdirected, or late mail. Drop off registration will be processed after mail in registration of that day. The following criteria **MUST** be met in order to be considered a Class 1, Priority 1 team.

- a. Only teams that played in the **previous season** AND 80% of players on roster must live or work in Chandler (Chandler address).
- b. Team name must remain the same.
- c. Team manager must be the same as prior season. If a team splits its roster to register as more than one team, to qualify more than one team as a class 1, priority 1 team, only the team with the same manager and team name can register as a class 1 priority 1 team. The other team(s) must register in a different priority. If neither team(s) has the same manager and team name, then all teams must register in the appropriate priority.
- d. Teams must sign up for the same league and same night. **Exceptions:** The recreation coordinator will notify the two "C" and "D" league teams that have the best record in their division, and they must sign up for the next highest division.
Also, the two teams in each division ("B", and "C") that have the worst record overall can sign up for a lower division of play if they choose to move down. The recreation coordinator will notify the two teams that have the worst record in their division.
- e. Registration fee must be paid at time of registration.
- e. ASA fee of \$20.00 due at time of registration.
- f. Completed roster due at time of registration.

Class 1, Priority 2 Teams

Teams must mail in or drop off a **COMPLETED** roster, league fee, and ASA fee. Incomplete rosters will be rejected and could result in loss of registration priority. The City of Chandler is not responsible for lost, misdirected, or late mail. Drop off registration will be processed after mail in registration of that day. The following criteria **MUST** be met in order to be considered a Class 1, Priority 2 team.

- a. Teams must have 80% of their roster living or working in Chandler (Chandler address).
- b. Teams that played in the **previous season** who wish to register for a different league night.
- c. Registration fee must be paid at time of registration.
- d. ASA fee of \$20.00 due at the time of registration.
- e. Completed roster due at time of registration.

Class 2, Priority 3 Teams

Teams must mail in or drop off a **COMPLETED** roster, league fee, and ASA fee. Incomplete rosters will be rejected and could result in loss of registration priority. The City of Chandler is not responsible for lost, misdirected, or late mail. Drop off registration will be processed after mail in registration of that day. The following criteria **MUST** be met in order to be considered a Class 2, Priority 3 team.

- a. Any team that has less than 80% of the player roster living or working in Chandler (open registration).
- b. Registration fee must be paid at time of registration.
- c. ASA fee payment of \$20.00 due at the time of registration.
- d. Completed roster due at time of registration.

INDIVIDUAL PLAYERS

Your best chance to get on a team is to attend the coaches organizational meeting below. An individual players list will be compiled from this meeting and sent to the coaches upon request. Coaches at the meeting interested in individual players will have a chance to talk to you in person. You may also call Reuben Garcia at (480) 782-2642 to be added to the website's individual players list.

ALCOHOLIC BEVERAGES

Alcoholic beverages are prohibited in City Parks. City Code, Chapter 11, Section 3, and Chapter 31. Players/teams drinking or found with consumed alcohol before or during a game will be dropped from the league for this violation.

AWARDS

Awards will be given to teams at the end of the season.

SPORTS HOT-WEB SITE

Go to our web site at www.chandleraz.gov/adult-sports after 4:00 p.m. weekdays following your game. Game results and standings updated daily with results from previous night's games.

GAME CANCELLATION DUE TO WEATHER

If the weather on the day of a game appears threatening, a decision whether to play the game will be made by 3:00 p.m. Managers have the responsibility of calling the Sports Hotline at [480-782-2715](tel:480-782-2715) (Push option #6 on recording) **AFTER** 3:00 p.m. to determine whether the games will be played or not. Unless told (by the department) the games are canceled, assume they will be played and show up at game time. All games canceled will be made up at a later date.

INSURANCE

The City of Chandler does not provide player insurance for this league. Players play at their own risk.

POST-SEASON TOURNAMENT

A single elimination tournament for each league will follow the end of the regular season. All teams qualify for this tournament. Teams may be switched up or down a league for a more even level of tournament play. Seeding for the post-season tournament will be based on the final league standings.

ROSTERS

Rosters cannot exceed 20 players and must be submitted at time of registration. Rosters must be legible and all information filled in or they will **not** be accepted. **Any player may be deleted from the roster, but only three (3) players may be added after the roster is turned in with the entry fee and must be added on before the first game.** Players must be at least 16 years of age to play in the Adult Sports League. The Field Supervisor and Sports Coordinator have the option to reject a player addition, or eject a player from the league, if the player's ability is above that team's league classification. If a player's ability is above the league classification, the Sports Coordinator will observe the player for a minimum of two games and will make a recommendation as to whether the player should be removed from the league. All rosters are frozen as of the first game. **A player may not play in two different skill level divisions in Chandler.** Example, a player on a "B" division team may **not** play on a "C" or "D" division team. Managers are encouraged to fill all spots on their roster. **ANY PLAYER ADDITIONS CANNOT CHANGE THE TEAM'S CLASSIFICATION.**

As governed by the Amateur Softball Association (ASA) in rule Part 5, Article 502, section A: Male rosters shall include only male players and female rosters shall include only female players. No females are allowed to play in the City of Chandler Men's softball league.

UNIFORMS

Teams will be required to have shirts of the same color(s) with numbers (at least 4" high) on **front or back** while playing in the game. Exception: If a player(s) does not have a team shirt, the Umpire will enforce an 80/20 uniform rule if it is brought to his attention by the other team prior to the end of the 2nd inning (prior to the first pitch of the 3rd inning). **If a player(s) has forgotten to bring his shirt, he can still play, as long as 80% of the team members playing on the field have legal shirts. Numbers must be commercially printed or stenciled - no "magic marker" or "taped on numbers."**

ADULT SPORTS REFUND POLICY

1. The Department encourages all teams to schedule activities carefully to avoid conflicts.
2. Full refunds will not be granted under any circumstance except in the event of a canceled league or tournament by the Department, or if a team can be found to replace the team requesting the refund.
3. Team withdrawal that occurs up to two weeks prior to the start of the league or tournament will be subject to a \$25 administrative handling fee.
4. Team withdrawal that occurs from two weeks prior to the start of the league or tournament to the day before the league or tournament begins will be subject to a \$50 administrative handling fee.
5. No refunds will be issued after the league or tournament starts.
6. Request for refunds must be made at the Chandler Community Center during regular business hours, 8 a.m. - 5 p.m., Monday - Friday.
7. Refunds will be sent via mail in the form of a check about three weeks after request was submitted.

City of Chandler Recreation Division encourages feedback and suggestions about how the programs and facilities might be improved. Inform the field supervisor or call 480-782-2704 with any comments/suggestions.

**CITY OF CHANDLER
MEN'S AND CO-REC.
SOFTBALL LEAGUE RULES & REGULATIONS**

RULES AND REGULATIONS: Amateur Softball Association will govern all games except as amended by the City of Chandler Recreation Division rules listed below. Each manager is urged to become knowledgeable of the ASA rules and rule changes.

GAME AND FORFEIT TIME

Time listed on the schedule is game time and forfeit time. Men's and Co-Rec games will start at 6:20, 7:20, 8:20, and 9:20 p.m. A mandatory grace period, up to fifteen minutes (15:00 min.), will be extended to all game times by the team having a full roster (8 players min.) to the team without a full roster (less than 8 players). The clock will start at the scheduled game time (6:20, 7:20, 8:20, 9:20). Time begins when the Umpire or Field Supervisor tells the team to take the field. Any team that expects to forfeit a scheduled game is required to call the league coordinator at 480-782-2704. The Field Supervisor and Umpire keep the official time. The clock will start at the scheduled game time, and the team with fewer than eight players has 15 minutes to get their 8th player on the field. If the eighth player is not there within the 15-minute grace period, the first game will be forfeited. As soon as the eighth player arrives the second will get under way. After the first game is forfeited the team with fewer than 8 players must report to both the umpire and the opposing teams captain his intention on waiting until the 2nd games grace period is over, or they are forfeiting the 2nd game at this time. If the team with fewer than eight players doesn't get an eighth player before the 15 minute grace period of the second game on the schedule expires, they will forfeit that game also. The team with the legitimate number of players must wait until the grace period of the 2nd game is over before the second game is a forfeit or if the opposing team's captain announces his intention of waiting until the 2nd games grace period is over, or they are forfeiting the 2nd game at this time.

FORFEIT FEES

A forfeit fee will be imposed on a team's second forfeit. (For the Men's doubleheader league, if a team forfeits both games in one night, they must pay a \$20.00 forfeit fee prior to their next game, or those games will also be forfeited.) A 1,2,3 count will be assessed. For the first forfeit, a warning will be issued. Upon a team's second forfeit, the team will be required to pay a \$20 fine. The fine **MUST** be paid prior to their next game. Teams that do not pay or refuse to pay this fine, will be dropped from the league. The third forfeit will result in removal from the league and loss of priority registration status for the upcoming season. **Site supervisors at the game site will not accept payment for any fees.** All fees must be paid at the Chandler Community Center or the Snedigar Recreation Center and you must show the site supervisor at your next game your receipt for the forfeit fee payment before your team can play. Please be prompt in paying your forfeit fee. The recreation centers are not open for payment after 2:00 p.m. on Saturdays, closed on Sundays, and do not open again until 8:00 a.m. on Monday.

EJECTION FEES

A fee of \$20.00 will be imposed on the team with each ejected player from a game. The fee must be paid prior to the following weeks game(s). Failure to pay the ejection fee will lead to a forfeit of all future games until the fee is paid. If the ejection occurs in the last game of the season, teams must pay the fee prior to the next registration period or they will not be able to register until the fee is paid. In addition, the ejected player will serve a minimum two game suspension. Depending on the severity of the player conduct for the ejection, the suspension could be a calendar year or longer.

NUMBER OF PLAYERS

A game may be played with a minimum of eight players. For Co-Rec softball, a minimum of (8) players are needed to start a game, and at no time are there to be more men than women playing. If a team plays with only eight players, the ninth and tenth batting slots are not automatic out. The ninth and tenth players are added to the end of the lineup as they arrive. Players arriving after the tenth player **can be added to the line-up**. A team may not end the game with less than eight (8) players.

- **PLAYERS LEAVING THE LINEUP:** If a team has a substitute he must play. If they have no substitute that position will be an out the first time that position comes to bat, then the line-up can be closed with the remaining players.
- **UNLIMITED BATTING:** All players at the start of the game may be placed in the batting order for unlimited batting. If a player leaves the game for any reason and is not replaced, his position in the batting order then becomes an automatic out the first time that position comes up to bat. After that you can close up the line-up with the other players left in the game. Changes with the defensive players may be made at any time; however, the batting order may not change.

Example: An extra batter may sit on the bench one inning, play third base one inning, play outfield one inning, sit on the bench again, and then play first base. **In Co-Rec. Softball, if there are more men than women on a team, the same two men can alternate batting with each other in the same batting position. You may bat as many women as you want in a row.**

- **BALLS AND STRIKES:** A mat and the home plate will be used to call strikes. All batters will start with a one and one count.
- **COURTESY RUNNER:** One courtesy runner per inning is allowed. The runner must be a player not in the game or who made the last out. **In Co-Rec. Softball, if a courtesy runner is due up to bat while he/she is on base, they can be replaced as a courtesy runner by the last person to score a run of the same gender as the courtesy runner.**
- **EJECTED PLAYER PENALTY:** The Ejected player will serve an automatic **two game suspension** beginning with the next scheduled game. Any player, coach, or fan, which uses inappropriate language (cursing) may be ejected from a game. Unsportsmanlike activity such as unnecessarily rough play or other unsportsmanlike activity may lead to ejection from a game. Any player, fan, or coach/manager who is ejected twice in one season will be ejected from the league for the next full season. Any ejected fan, player or coach/manager must leave the park area immediately or the game will be forfeited. *****SEE EJECTION FEE*****
- **OUTRAGEOUS CONDUCT:** Any player, coach, or fan, who displays ***“Outrageous Conduct”*** (such out of control behavior is defined as, and includes: A verbal tirade and fusillade of abusive language, gestures or threats towards other players, fans, officials, or City staff; physical contact with any other player, fan, official or City staff; throwing, kicking, or striking of objects in a threatening or dangerous manner.) This conduct includes harassing behavior such as following another player, fan, official, or City staff off the field or court, into the parking lot or off the premises, or any attempt to block the departure of other players, fans, officials, or City staff from their departure. Such conduct can lead to a full calendar year suspension or more and possible criminal prosecution. *****SEE EJECTION FEE*****
- **GAME BALLS:** **The City of Chandler plays with a ball compression rating of 375 pounds.** New game balls will be provided for each game by the Recreation Division. The home team will be given the game ball after its game.
- **GAME LENGTH:** Games will consist of seven (7) innings with no new inning beginning after **55 minutes.**
- **HOME-RUN RULE:** The batter is rules out for any excess of the following allotted amounts:
 - B league: four (4) per team
 - C league: three (3) per team
 - D league: one (1) per team
- **PHYSICAL ASSAULT:** No player or manager shall, at any time, lay a hand upon, shove, strike or threaten an official, field supervisor, player, or spectator. The player will be ejected from the ball game and will not be allowed back in the league for the remainder of the season or longer depending on the severity of the incident. **Physical assault could result in prosecution.**
- **PROTEST:** Protests must be made at the time the play in question **is committed.** The coach must notify the umpire in chief **before the next pitch.** The umpire will then notify the opposing team and both scorekeepers. **The umpire will attempt to solve the problem in a reasonable amount of time. If not resolved the plaintiff coach can accept the umpires decision or he must declare a protest. If a protest is declared, the plaintiff coach will mark on the score sheet the point in the game the protest occurred (inning, score, time on clock) and the game continues. The clock does not stop during discussion.** Protests shall not be received or considered if they are based solely on a decision involving the accuracy of judgment on the part of an umpire. Rule(s) interpretation will be the **only** consideration for protest. If the protest is not settled by the field supervisor or umpire, submit a written protest to the Chandler Recreation Division no later than 5:00 p.m. of the next working day. Failure to meet this deadline **and the protest marked on the official score sheet with the inning, score and time remaining on the clock by the coach** will mean the protest will not be considered. The Sports Coordinator will review the protest and notify the manager when a decision has been made. **Questions on player(s)' eligibility, age, and identity can be brought to the attention of the umpire or field supervisor by the manager at any time during the game. No more than three players may be questioned per game.**

Questions about illegal uniforms must be brought to the attention of the umpire before the end of the 2nd inning (prior to the first pitch if the 3rd inning). If the offending team cannot field enough players in uniform, the game will be forfeited. Protest of a player's eligibility, as a result of playing under an assumed name or player not listed on an official roster, shall be resolved by immediate photo ID verification, i.e., driver's license, to be done by the field supervisor. If the player cannot provide ID, he is removed from the game and the game will continue. If a legal player does not have ID on him, he will have until 5:00 p.m. of the next working day to show his ID to the League Coordinator to be considered legal. If no ID is produced by 5:00 p.m. the next working day, the player will be considered illegal. If the player is found to be illegal, the penalty will be the loss of the game.

- **MULTIPLE TEAMS:** A player may play on two teams as long as it is in the same skill level, "division", but not the same night and league. Example, if a player plays in "C" Wednesday, he/she can play on another team such as: "C" Monday division team but not another "C" Wednesday team. **Any player who plays on more than one team during the regular season can only play on one team during the post season tournament.** If a player plays on more than one team during the post season tournament, it will be considered as an illegal player. A player may not play two different skill level divisions **in Chandler**. Example, a player on a "B" division team may **not** play on a "C" or "D" division team.
- **RE-ENTER:** Any of the starting players may be withdrawn and re-entered once, provided such player occupies the same batting position. A starting pitcher who is withdrawn can return to the pitching position for the remainder of the game. A player other than a starting player may not again re-enter the game after once being withdrawn. The only exception to this rule is if a team player is seriously injured. **In Co-Rec. Softball they will have unlimited field substitution.**
- **ROSTER CHECK:** The Field Supervisor will verify randomly all players' residences or places of employment at the first game. Verification will continue until all teams have been checked. Players are not eligible for play until they provide proper ID. Players must carry with them proper identification.
- **RUN RULES:** After any complete inning, any team ahead by **20** runs or more is the winner. After four and a half or five innings, a team ahead by **12** runs automatically wins.
- **SCOREKEEPER:** The **home** team is the official scorekeeper. If the home team does not supply a scorekeeper, the visiting team has the option of supplying the official scorekeeper. If they do, then the visiting team becomes the home team. If the original visiting team does not wish to be or cannot supply a scorekeeper, the original home team **must** provide a scorekeeper; even if it means pulling a player from the lineup. Refusal will result in the home team forfeiting to the visiting team. The visiting team is responsible for comparing score books after each inning. If there is a discrepancy in scores, play is halted to solve the problem. After the next pitch, no further discussion will be considered. The field supervisor will give the official score sheet to the home team before each game. If there is a discrepancy at the end of the game regarding the score, it must be resolved between the coaches, umpire and supervisor that night. At the end of each game, the field supervisor will collect and keep the final/official score sheet to be turned into the coordinator.
- **TIED GAMES:** After seven innings or the 55-minute time limit, if the score is tied, we will institute a Tie Breaker. Last out starts at 2nd base. Next man in the line-up comes to bat. Inning starts with 2 outs and each batter will come up with a 1 and 1 count with no fouls to give. Walks count. Only one extra inning. Game can end in a tie.
- **TIED STANDINGS:** The season will consist of a 14 (men's doubleheader) and a 7 (for the Co-Rec.) game schedule. For each win a team gets, they will earn **1 point**, for every tie they get, they will earn **½ a point**, and **0 points for a loss**. If teams are tied during the regular season, final standings will be decided in the following manner:
 - If two teams tie for a position in the standings whichever team defeated the other during the regular season will then receive the higher position in the standings.
 - If three or more teams tie for the same position, then whichever team had the best record among the teams that were tied will then have the higher position in the standings.
 - If all teams that are tied have identical win/loss records against each other, then a run differential formula from the head to head season games will be used.
 - If teams are still tied after these two methods, then the teams that are tied will each get the league awards and be co-champions.
- **BATS:** Bats approved by A.S.A. will be legal to use in the Chandler Adult Softball League in both Men's and Co-Rec. Divisions. You can find out about approved bats by going to the A.S.A. web site at www.softball.org and go to

“approved bats”. If your bat appears on this list it will be legal to use in the Chandler Softball League unless otherwise stated.

- **BANNED BATS:** If a player steps into the batters box with a banned bat, the batter will be out and be disqualified for the remainder of that game. If A.S.A. bans a bat after the season is under way, a player stepping into the batters box with that newly banned bat (for the first time only) will be given a warning and required to use another bat. If that player attempts to use that bat again, he will be out, and be disqualified for the remainder of that game.
- **BASE ON BALLS - COED:** Any walk to a male batter (intentional or not) will result in a two base award. The next batter - a female - must bat. **EXCEPTION: With two outs, the female batter has the option to walk or bat up until the first pitch.** (Rule 8, Section 1 C-3).
- **CO-REC. LINE:** For C and D divisions in the Co-Rec. league the outfield Co-Rec. Line will determine the forward limits all outfielders can play when a female batter is batting. (Infielders must stay on the dirt infield.) After the ball is hit the outfielders may come forward of the line. (Infielders may enter the grass outfield.) The penalty for violating the Co-Rec. Line will have the effect of a walk. An umpire will declare a violation of the Co-Rec. Line after the play is over. If the batter is thrown out or strikes out, she will be awarded first base. All other runners will advance safely one base (if they were thrown or tagged out during the play in which the Co-Rec. Line was violated). If the female batter hits safely, she will be awarded an additional base after the play is over. All other runners will advance safely one base (if they were thrown or tagged out during the play in which the Co-Rec. Line was violated).